



# FANTAZINE

## STAGE 1 LEVEL 2

JUNE 1993

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# welcome

You don't know how happy I am that this issue is finally done. Not only did my master disk become unreadable during the completion of the issue you hold in your hands, but the computer building I work in decided to change their open lab hours around, giving me even less time to work on the fanzine.

The good news is that after one issue we're still here, there has been a great response to GameLord from all of the fanzine reviews it got (everybody will be given issues of Fantazine and informed of the change.); thanks Todd, Ulrich, Sean, Jess, Alex, and Joe. Also there has been no indication of lawsuits pending, so I guess Fantazine is a safe title.

As you can see, our staff has grown considerably, adding a good number of seasoned faneds. Sean, Jess, Ara, and Todd all have their own 'zines, and oddly enough, the're all reviewed in this months Fanzine Feedback section. Also new is Adrian Proctor, who adds a review of Neo Geo's new beat-em-up, Fatal Fury 2, as well as debating the finer points of Fatal Fury on the Genesis. Absent this issue are Matt Sonefeld (exam week), Rich Plummer (didn't send anything) and Tim Priest (gone to the serengeti in search of his long lost parents).

Note the Fantazine product information in the back of the issue, as well as the new classified ad section. Fantazine video 1 will be ready when you have this, and has some great stuff, including an in-depth look at Ranma 1/2 Part 2, which will be featured prominently next issue. The classified ads are free, but keep them short, please.

The Bomberman special issue is out, and if you didn't get one, I'm sorry. Aside from subscribers, who get them free, half of the faneds on my mailing list got one. I didn't have the funds or the inclination to send out more. If you really want one, I suppose I might send you one if you write and ask. Also note the all-fanzine review special issue that is coming up. I want pictures of you guys, photo or illustrated, to put on the cover...more in the back.

Okay, enjoy Fantazine #2, we had a good time putting it together (even if it is a month late) and I promise next issue will be closer to schedule, because I'm excited about it and the cover's already done. It's also a double issue (don't worry, it rates the same as a single) but it may not be much bigger. Go figure. Until next issue...Never give up!



PA



# FANTALETTERS

I'm going to use this issue's letter column to settle a couple of problems that have arisen recently. The first, my supposed anti-Genesis stance, and the second, the use of magazine clipped screen shots in fanzines.

Dear Pat,

You're just a little too anti (a new expression I came up with) on the Genesis! Chill out, man!! I've seen pictures of SFII Champion Edition for Genesis in Sega Visions and it is a lot further along than what is showed in May's issue of EGM. The slots showed in Visions have all the colors (well most of them) and shades of the arcade version. The resolution and character size is reminiscent of the SNES version. I don't know about the sound quality, but I believe that it will be impressive. Obviously, the music won't rock as hard as the arcade version, but hey, the SNES's music sounds weak in direct comparison too. As for the Genesis game of Tiny Toons, it looks like a great game. Sure it lacks originality, but by itself it seems entertaining (I haven't played it yet).

Adrian "Jourgensen" Proctor

Pat,

Hey! I've seen Fantazine. Why the changes? It irked me that the pages were so similar - with little in the way of artwork. What happened? Where are all the cool drawings? A few more minor things were the ancient reviews of Genesis games, among others. But what REALLY hurts is your blatant Genophobia. MAN!!!!!! I've seen plenty of Genesis bashing in enough 'zines, and I noted that you weren't shy about printing A LOT of erroneous information about the Genesis in an attempt to knock its own credibility down a notch.

First off, your attacks on the Editor of an already anti-Sega magazine were really contrived. Perhaps you missed the sentence in which Ed Semrad explains that a 100% finished version of

Silpheed was available in Japan at the time of the WCES. Look at it again.

You're wrong again in the brag statement - partially. You see, Sega only brags about games with popularly themed ideas (i.e. cyborgs ripping each other apart, fighting, etc.), much to the detriment of better (but silently released) games. Games from the GameArts firm are a major target here. Alisia Dragoon was, in my opinion, the best game of '92 - they buried it.

The SFII CE (hence I'll call it SF2.5) comments were right for all the wrong reasons. YES, it stinks. YES, it'll be less than the SNES version. But NO!! NO! NO! NO!!!!!! You don't need 16 megs for SF2. Rumors abound that SF2(SNES) is really only 12 (I believe it, too!). The characters are already built in - tweaking them to let players use them is no problem. Everything in SF2 is already built in for SF2.5 except for M. Bison's battered face. Does it take 4 megs for that? No. Anyhow, you fail to take into account that the Genesis uses 1/3 the resolution and 1/4 the colors of the SNES. Graphics play a large part of memory use, and since the Genesis needs less (which doesn't really handicap it. Look at Hook - you can hardly tell the Sega CD and SNES games apart!), you use less megs.

On to Fatal Fury. WRONG!!! You need a good joystick to play it - the mushy joypads don't fare well here. I think you're wrong anyhow - Geese can be used and I've been able to fire out 4-6 of those fire shots of Andy Bogards consecutively. Not bad, eh?

Jess Ragan

- Guys, guys, guys! You seem to have mistaken my dislike of a few Genesis titles for an anti-Genesis stand. That couldn't be further from the truth. I've owned my Genesis since the year it came out, and have played literally hundreds of games for it; nearly every one made. Don't forget that this fanzine is a forum for opinion, and I'm not going

to like every Genesis game that crosses my path. Jess, you got GameLord #1; why don't you reread it? I believe I gave glowing reviews to a number of outstanding Genesis titles, as well as the "Big Cheese" to a SNES game.

Regarding my comments about Ed Semrad last issue, yes I did see the sentence about the completed game in Tokyo, however, I felt that it did not pertain to his column because he was talking about WCES, NOT the Tokyo show. You have mistaken that entire column to be an attack on Sega, which it was not. My intent was to point out Semrad's blatant hypocrisy. As to the "brag statement", again, it doesn't matter whether or not Sega will boast about Silpheed. Semrad stated that Sega doesn't like to brag about their games; this is untrue, we both know it. I was simply pointing out the mistruths which permeated his editorial.

As far as Fatal Fury goes, it's my opinion of the game and you're welcome to disagree

Now, the SFII CE thing. My comments were made based on the knowledge of the Genesis system. Did you miss the sentence where I said that it will be an excellent game? The fact is, it cannot be as good as the SNES version; it is technically impossible. If pointing out this truth makes me anti-Genesis, then so be it. But until I say that the Genesis itself is a bad system, I know that I am not. Like many Genesis owners, I am merely infuriated by the outpour of inferior titles, not the quality of the system itself. Enough said.

The reason that Fantazine leans more toward text than tons of interior artwork is simply because there are several more writers than there were on GameLord; I think that Ulrich Kempf and Rich Plummer's artwork last issue did the job nicely, however and hey, what about my cover!?



Dear Pat,

I must say, Fantazine is quite an improvement over GameLord. As I look at them now, I would have never guessed that they had the same editor!! I thought the layout was quite good, but I think you should have a few photos to enhance the reviews, which brings me to another topic.

My staff and I think having screen shots definately make the reviews more enjoyable. As to your comment on wasted space, my fanzine that you got was 35 pages long which is bigger than the average 'zine. BUT, I have to agree that issue 4 went overboard on the photos. We're going to try to cut down on them. I think issue 5 has a good mix of text and photos.

It seems as though you like cover art. Well, issue 6 of VU will have an outstanding cover by Dave Blank. Wait till you see this baby. Oh, the FF comic strip will stray from the plot a tad to make it more enjoyable.

Well, keep up the great work!!

George Wilson

- The only time you'll ever see screen shots in Fantazine will be if we think we have something to show you that you haven't already seen in color in a prozine. Case in point - the Chun Li neckbreaker move on the SNES...I tried to take a pic for this issue, but it didn't turn out. It is on Fantazine Video 1 though.

Dear Pat,

I received Fantazine a few days ago, and was I ever impressed! The artwork is great and the layout is very clean. Your editorial was right on target! EGM as a whole is pro-Sega, and it annoys the hell out of me! There are too many things about EGM that annoy me, so I won't go into any great detail.

Your entire crew is top notch. The reviews are well-written and the editorials are interesting to say the least. There sure are a ton of Atari fans on your staff; I am also a big fan of the 2600, my favorite games are Kaboom, Enduro, Warlords, Steeplechase, and Tank.

It doesn't matter what the name is, your 'zine is excellent, especially since it's only your third issue.

Andy Saito

# ATARI LORD

BY MARK ALLEN

Rather than immediately tout the 5200's excesses and glories, I'll run down my 2600 top ten. Keep in mind that I have a library of only 50 or so games, so I can't judge on obscure titles like "Frankenstein Mama Meets the Slime Man-dude that Crawled forom a rock owned by my Fourth Cousin Twice Removed Who Owns the Dog down the Road" by Data East Age.

1. Indy 500 - Indy 500 features combat-like cars on varied tracks and surfaces. It uses driving controllers that look like paddles but rotate as needed. The control mimics that in Atari's arcade Sprint, circa 1978 or so, and copied in Super Sprint in 1988 or thereabouts. The best variations on the cart are Tag, a motorized "You're It" contest, and Crash and Score, involving hitting a dot that reappears at random after a point is scored.

2. Human Cannonball - This is an excellent mind game. With a cannon on the left and bucket on the right, you must deal with the variables of angle, speed, position and optional moving windows. Different variations allow different variables to be player controlled. If the man hits the bucket he raises his arms in victory. A miss flattens him and the screen says ouch.

3. Adventure - It doesn't get better than easter eggs, dark labyrinths and marauding ducks. 'Nuff said.

4. Seaquest (Activision) - Seaquest displays the potent fun of a well-conceived one-screen game without the monotony of Freeway.

5. Circus Atari - I love bouncing clowns off a teeter-totter into balloons, both in real life and in this see-saw contest. These stick figures flail their limbs wildly in the air, and continue kicking their legs when their torso is squashed pancake-style. Awesome! And Sega thinks they know gore.

6. Miniature Golf - I love this game despite the crappy graphics and almost non-existent sound. This is more suited to the system's capabilities than the ridiculous effort made in Atari's Golf.

7. Armor Ambush (Mattel) - The fun that made Combat a good pack-in without the junk variations like "Three Biplanes Versus Bomber." That was always a fair one! Armor Ambush is tread-chewing sulfur-spitting action.

8. Slot Racers - Chase another player through a maze and shoot him. Intense head-to-head action make up for uninspiring visuals, sound and speed.

9. Warlords - The ultimate competition for up to four players. Excellent reflexes are required. For an extra challenge, borrow my old switchbox that doesn't display the sides of the screen. The ball appears and disappears like magic.

10. Dodge 'Em - A perfect translation of the ancient arcade game. Drive you car through the lanes, scooping up dots and avoiding head-on collision with the evil computer car.



## ACCESS GRANTED

Let's start with some SFII Game Genie codes, as seen in Fantazine Video 1.

DD84-DD01 -- This lets you perform instant sonic booms, sumo torpedos, and rolling attacks, as well as flash kicks and helicopter kicks (one drawback - as Guile or Chun Li you can't use any ducking kicks, because you'll automatically do a special attack).

EDBA-AD93 -- Hard fireballs and sonic booms are very fast!

F5B1-D753 + 32B5-DDB3 -- Hard sumo torpedos and rolling attacks are superfast.

ED8E-0F09 Chun Li neckbreaker

Thanks to VG + CE for printing those codes first. I'm not usually one to reprint magazine tricks, but I felt that if you missed these they're definately worth checking out.

Next is my collection of passwords for The Lost Vikings. All the way to level 28 in a two-day rental, man I think I played too much of this game!

TLPT - Level 3	JMNN - 15
GRND - 4	TTRS - 17
LLM0 - 5	JLLY - 17
FL0T - 6	PLNG - 18
TRSS - 7	BTRY - 19
PRHS - 8	JNKR - 20
CVRN - 9	CBLT - 21
BBLs - 10	HOPP - 22
VLCN - 11	SMRT - 23
QCKS - 12	V8TR - 24
C1R0 - 13	NFL8 - 25
SPKS - 14	WKYY - 26

CMB0 - 27  
8BLL - 28

Okay, on to the passwords for visual mode in Time Gal.

BMC FXWRL - 70000000 B.C.  
GJRPQVKS - 65000000 B.C.  
RYFGSXDK - 1400 B.C. (I think)  
THMZCYFB - Year with the cavemen.  
FTGBDQPW - 44 B.C.  
CYVZPBMG - 900 A.D.  
V5LCZKTJ - 500 B.C.  
WBM RJZVH - 1941 A.D.  
SHKXGJWF - 1991 A.D.  
LKDWBSYF - 4000 A.D.  
KVGPRZCW - 4001 A.D. (The ending)!

## THE REAL PROS

BY PAT REYNOLDS

This is a topic that's been on my mind a lot lately; that of the implied difference in the titles Prozine and Fanzine. I realize that I'm guilty of using the term Prozine in the past, but I think it's time to stop, and to call them magazines. My reason is simple. The pro- refers to professional, and therefore denotes that they are somehow better than we fanzines are. Sure, they look better and a couple even DO have true professionals on their staffs, but what is it that makes them better authorities on the gaming world? Is it the fact that half of their magazines are ads? The fact that companies feed them free games complete with invincibility, stage select, and debug tricks so even their less than competent staffers can play through each game?

Let's look at the other side of EG media: the fanzines. As the title implies, we are the true fans of the subject; it is us who spend our money on both the games and our publications; which are often more honest, opinionated, and informative than all of the magazines put together. We bow to no company, and those who do go under fast. We actually work to conquer each new game and true gamers spit in the face of invincibility and other codes; by the time the mags print these cheats we've already beaten the game and moved on to bigger challenges. Our egos are not inflated because we don't make millions and have ten overpriced foreign cars in our driveways. For the most part, faneds are humble, opinionated gaming fans seeking to spread their thoughts with like-minded fans.

While I know it's easy to establish the titles of pro- and fanzines, I implore my fellow faneds to drop the pro-, unless it can be used in regard to all EG publications, because I feel that we, the gamers, are the true pros. Don't get me wrong, I have a great deal of respect for some magazine staffers, like Clayton Walnum, Arnie Katz, Bill Kunkel, pretty much everybody at EG and VG + CE, those who are the true industry insiders.

The point of this article is to make those who are not sure what fanzines are aware that without people like us, big name magazines would have no audience. We are an undercurrent of opinion and truth in the river that is fandom. We are truly the heart and soul of video gaming.



# IN MY OPINION

BY MARK ALLEN

What's up with this 3DO crap anyway? I wonder what fool got it into his head that just because a system has awesome capabilities it's going to be as commonplace as television. This is part of a videogamer's need to have his or her hobby legitimized by having everyone go googly-eyed over it. Gimme a break! TV is so popular because it finally fulfilled the American dream of turning off the brain and obliterating dull surroundings. Videogaming necessitates thought and therefore will probably always be accepted by mostly young people. 3DO will be a hunk of plastic junk.

The Atari Jaguar, on the other hand, will be huge. For starters, it will utilize a 32-bit processor, 32-bit being the common computer thing now. On top of that it'll have two of them, making for 64-bit graphics. Whoa, baby! Come to papa!

I've heard rumors that Atari took out the machine's RAM to get it out under \$100. These same rumor-mongers claim the Jaguar's lobotomy will render the system unplayable, yet another nasty aberration.

I feel Atari deserves more credit than that. They probably have found some way around a RAM limitation and will capitulate on it by selling the system and outrageously low, low prices.

Another potential advantage is the MARIA chip. The MARIA allowed the Atari 7800 to display up to 100 sprites without slowdown or flicker. My guess is Atari will modify it to work with the Jaguar processors, freeing up processing time for important things like fun.

In addition to selling the console at firesale prices, Atari will sell the cartridges at over half the price of new 16-bit releases. The company slogan in 1988 was Power Without the Price. I doubt they'll be that cheesy again, but value remains in vogue.

The problem, though is the current Atari crew has never successfully marketed a system. They even screwed up an easy one in the Lynx, let alone the 7800 and 2600. Software is the key to the Jaguar as it is with any system. The 7800 had awesome carts produced by Warner Bros. Atari and crappy ones done by Tramiel Atari. I'm sure Atari will do better this time. Why? The Jaguar is their last chance. If it fails, the company will never again have the financial wherewithal to develop and market a system. Look for Atari to surprise you, maybe with \$15 games, a built-in CD, or an aggressive marketing campaign.

Is anyone upset that 1982 companies Atari, Coleco, Mattel, Magnavox, Starpath, and yes, Sega were all American owned, and now all the players including Sega are Japanese owned? (Atari's 1% market share doesn't count). I'm not a nationalistic pig, but I don't like this one bit. It's true that some Hondas are made in America and

Atari has made stuff in Hong Kong, Taiwan and Mexico, but Honda's profit goes to Japan and Atari's comes back to California.

Speaking of Japan, Capcom blew it. I was set to do something I never do: Buy a new release, and immediately, and pay through the nose for it. Then they started this controller crap. I'm all for upgrades, but SFII could be playable with the standard controllers.

The current plan is to toggle the buttons between kick and punch using the start button. Ooooo, that's efficient! Button A should be high punch, A and B low punch, B and C low kick, and C high kick. The start button could toggle button B between medium punch and kick.

I hope they at least keep the controller configuration screen so three-button owners can leave off undesired attacks.

Capcom is trying to force new product down my throat, so I won't buy anything.

Or not for awhile at least.

## COVER ME

BY SEAN PETTIBONE

Electronic Gaming Monthly made Street Fighter II sell. In the arcade and on the home front, EGM, GamePro, and all of the hundreds of other periodicals that covered reported, reviewed and shoved this game down players' throats made this game sell. What if SFII hadn't had its spot on twenty something covers? What if Street Combat had plagued magazines for months instead? The reviews and coverage provided to games by the mass media do affect how many copies a game will sell.

EGM and others hyped SFII. They hyped Dolphin. They hyped Sonic 2, Mortal Kombat, and Bubsy. All of these titles have sold or will sell in significantly larger numbers due to the coverage provided to them in the leading game magazines.

What is the purpose of the article? To question how much power and influence the game magazines and other media outlets capable of manipulation hold over the industry and the consumers that make up the industry. Will we continue to buy, buy, buy whatever cartridge or CD gets the most covers? How much power and influence do the magazines hold over the industry and more importantly the purchasing consumers?

Absolute.



# IN MY OPINION

BY PAT REYNOLDS

Boy, just when I thought the SNES was going to have a bleak 1993 season, THQ comes along and confirms that feeling. In case you haven't heard, they picked up the rights to the sequel to Smash TV, Total Carnage. I could scream! What's wrong with you, Acclaim!?! Why the hell didn't you claim this one?!

Now for some more (drum roll, please) SFII news!!! I've been saying for some time now that I think there is more hidden in Capcom's SFII for the SNES than they're letting on right now. Well, I've been proven right! The latest issue of Video Universe landed in my mailbox with another slew of SFII Game Genie codes. However, along with the usual glut of uninteresting slop most of these codes provide (messed up backgrounds, no special moves, invisible fighters, etc.), there was a code called "Chun Li Neckbreaker" (Access Granted, this issue). I put the code in, expecting nothing spectacular. What I saw made my jaw drop. Pushing any button as Chun Li made her perform her Champion Edition move; the one where she flips over the opponent and cracks him on the back with her fists and knee. Now, this move requires an animation frame that's not in the regular game, and since the Game Genie can't utilize anything not already in the game, well, you get my point... I tried to take a picture to illustrate the new frame of animation, but it didn't develop, so you'll have to try it for yourself.

In other SFII news, I'm sick of hearing that the Genesis version will be a more complete SFII than the SNES game is. This is simply not true. The original SFII is complete on the SNES; in fact, the ability to play same character bouts makes it more than complete. What these idiots are trying to say is that the Genesis version will be a complete SFII CHAMPION EDITION, and therefore somehow more complete than the SNES version. I tell ya, this system bias thing is really starting to wear on my nerves.

Well, Game Players magazine has resurfaced, I'm sure everyone is thrilled to see that. Yep, the mag that had at least 10 mislabeled pics in each issue is back on the stands, and it's premiere issue proudly proclaims that Starfox has 2 cockpit views; they show a shot of the cockpit as it zooms in and say that this view features a highly detailed control board! Get a life, guys. Hey, at least they made one smart move: the issue comes polybagged so you can't tell how bad it is until you buy it!

In marketing news, has it occurred to you that Nintendo's StarFox has the letters SFX in that order in the title? SFX, of course, being short for Super FX chip. Pretty sneaky, big N.

SNK has yet another fighting game on the market, this time a sequel to it's SFII clone World Heroes. That's right, World Heroes 2 has hit the arcades, and all 8 original characters return and...hey, wait a minute, they're exactly the same! Some color changes have been implemented, but the moves and attacks seem identical. There is a batch of new fighters available as well, but none of them impressed me very much; still, this game has the biggest number of characters in a fighting game, boasting 14 of them! Too bad the gameplay is exactly the same.

I see that Nintendo hasn't let the NES go just yet, either. Their Kirby's Adventure garnered big ratings from EGM, although I never pictured Kirby as being pink. Still, I may have found a justification to purchase another NES game, after playing the Gameboy version.

It looks like Blaster Master 2 is gonna be another flop on the Genesis. Why can't these guys get their act together and make a Genesis game that's better than their 3 year old NES games? Tiny Toons, TMNT, and Superman were all mediocre at best on Sega's 16-bitter. Get your act together guys, 1993 is the year to pull ahead of the SNES again, as it looks like the only SNES game worth getting is Mortal Kombat.



# TO PLAY OR NOT TO PLAY

Lots of reviews this issue, but let me impress upon you just how pleased I am with Sega this time around! Cool Spot and Time Gal are my favorite games this issue, and both Big Cheese awards go to big N this time!

COOL SPOT	VIRGIN
ACTION	GENESIS
1 PLAYER	AVERAGE
GRAPHICS: 9	CONTROL: 9
SOUND: 9	FUN: 9
OVERALL: 9	

Wow! With this game, Virgin has become my favorite Genesis licensee! It's that good.

Anyone who has played their almost equally incredible Global Gladiators is familiar with the format of Cool Spot. They're basically the same game, with different graphics. You play as one of the Spots, 7-Up's charismatic red mascots. Luckily, all of the charm of the characters is captured perfectly in this masterpiece. Spot snaps his fingers to the great tunes, let him stand still and he'll yawn, play with a yo-yo, or clean his shades, revealing the fact that he has no eyes.

There are 11 stages, each with its own background and enemies (with the exception of the last four stages, which are simply different setups of earlier levels), in which you must collect enough cool spots (the equivalent of coins or rings in Spots world) to rescue your friend at the end of the level. There are no bosses, but the levels are set up so that you must do a lot of exploring to accomplish this goal. If you collect even more spots, you're allowed to participate in a bonus stage, in which you bounce around on bubbles in a 7-Up bottle, trying to collect letters to spell U-N-C-O-L-A, each letter giving you a continue.

The control is near perfect. If not for the erratic way that the screen

scrolls at times it would be perfect.

Cool Spot eclipses Flashback in my opinion as the best Genesis game to be released this year. A definite must-have game, and a good reason to get a Genesis if you don't already have one.

- Pat Reynolds

TIME GAL	RENOVATION
ADVENTURE	SEGA CD
1 PLAYER	EASY
GRAPHICS: 10	CONTROL: 8
SOUND: 8	FUN: 8
OVERALL: 8	

Ah, my Sega CD has finally been justified! Actually, justified AGAIN, since I like Road Avenger slightly more than Time Gal. Yes, if you don't already know, it's another Dragon's Lair-like animation extravaganza, done in beautiful Japanese style and full of incredible sights and sounds.

The stages here are shorter than Renovations earlier CD titles, but Time Gal has the added bonus of random stages, the only exception being that you must complete all the B.C. stages before going to the set of A.D. levels, and 4001 is always the final stage. Also, some levels can randomly reverse themselves, so what was right last time you played is left next time; this helps keep the game fresh.

There is a lot of voice, mostly from the main character, who bears so much of a resemblance to Yuri of Dirty Pair that I wouldn't be at all surprised if that's what the game originally was in Japan. She yells, laughs, screams, and talks through the whole game, giving it a very silly Japanese feel. For example, during a swordfight with a Roman gladiator, she says "Hey, good-lookin', you're my kind of guy. How old are you?"

I, being a fan of Japanese animation, have no problem with the amount of humorous banter that this game contains, although it might not appeal to everyone. Pete hates the

way Time Gal is constantly shouting something.

Another unique feature is the visual mode; playing on normal or hard gets you a password after each level. This password lets you watch the stage, as well as all of its death sequences, without having to concentrate on the command signals.

The many death scenes add another very Japanese aspect to the game. When you make a wrong move or miss a command, you're treated to one of dozens of humorous sequences, which show Time Gal in deform mode (that is, short and fat) biting the dust. The reason for the sudden change in her looks, I think, is because the designers thought it would be more tasteful not to show a 20-something babe die realistically, but rather to make the deaths funny.

Everybody who knows me knows that I love this type of game, and so I am not the best person to listen to when it comes to making a decision about buying it. It really comes down to your preferences about this style of gameplay. Visually, Time Gal is superb, however, and if you can rent it it's easily worth your time to look into. Keep 'em comin', Renovation!!!

- Pat Reynolds

MOON PATROL	ATARI
ACTION	5200
1 PLAYER	AVERAGE
GRAPHICS: 8	CONTROL: 7
SOUND: 10	FUN: 8
OVERALL: 8	

Moon Patrol is a translation of the 1982 Williams Coin-op. It arrived on the 5200 with all pieces intact.

In a moon buggy equipped to shoot and jump the player must travel from point A to point Z over rough terrain. UFO's attack and the player must go through 25 bland variations of terrain and backgrounds that seem strangely the same.

This is not the greatest concept, but what sets Moon Patrol apart from other games is the funky music. All the music from the arcade is presented perfectly on this cart.



The visuals aren't quite as good as the original, but the three-layer scrolling graphics are nice, albeit choppy.

This game is fun to ogle with beady eyes and can be addicting with its continue feature. It can also be easily mastered and may not hold up for repeated plays.

-Mark Allen

RED BARON	DYNAMIX
FLIGHT SIMULATOR	IBM
1 PLAYER	VARIABLE
GRAPHICS: 7	CONTROL: 8
SOUND: N/A	FUN: 8
	CONTROL: 8

Red Baron is an older one but surely worth the money. I really like aviation history and this game has a lot of interesting features that make the game historically accurate. For instance, it realistically models how maneuverable and fast each plane is compared to one another or how each of the 25 different aces really fought (to a certain extent).

The thing that I disliked most about this sim is when you fly real close to the ground, you don't know how low you really are until you slam into the ground. another problem I had with the game is that there are no ground targets that you can blow up. They have enemy trains and aerodomes but no matter how much you shoot 'em up they don't blow up. Also, all of the same kind of planes are colored the same and it gets boring after a while because you know exactly what kind of plane you are fighting.

The best part about the game is how you can custom tailor each mission to your mood. Do you want to shoot down the Red Baron himself, flame observation balloons or blow up a Zeppelin? With all the options available for missions it makes the game a lot more fun than the usual take off, shoot the bad guy and land your plane. The career mode is fun too because you can fly for the German Air Service or the British Royal Flying Corps.

This game is a must for anyone who is interested in WWI history or just wants to have fun ridding the world of another German.

-Pete Foote

KID DRACULA	KONAMI
ACTION	GAMEBOY
1 PLAYER	AVERAGE
GRAPHICS: 9	CONTROL: 8
SOUND: 8	FUN: 8
	OVERALL: 8

Another hit from Konami, this time on the Gameboy. Picture a MegaMan game with a child vampire as the star and you have a good idea of how this game plays.

The title character is cute and charismatic, a trait not found often in game stars these days. At the end of each level he whips his cape around himself and gives a big grin. The effect of him poofing into a bat is well-done, and he is well-defined and easy to look at, another rarity in too many GB games.

After each level, Kid Drac remembers a spell that he'd forgotten, like the bat attack or homing attack. He starts the game with the ability to transform into a bat for a brief amount of time.

The end bosses are truly unique, as well. One is a Jason look-alike who comes after you with an axe; beat him and he comes back with a shotgun!

The game is not easy, but it's not terribly difficult, either. I get the feeling that it would be easier on another system, so the Gameboy's limitations do affect the overall challenge, but it is still one of the better new games for this portable, and makes me glad that I've stood by it for so long.

-Pat Reynolds

BUBSY	ACCOLADE
ACTION	SNES
1 PLAYER	AVERAGE
GRAPHICS: 7	CONTROL: 6
SOUND: 7	FUN: 5
	OVERALL: 6

As you can tell, I really don't like this game very much. What do you expect from a game that was hyped up by GamePro for months? The control bites, the graphics just aren't up to par for the SNES's and it's not a lot of fun.

Even the title character, for all the hype Accolade put behind him, just doesn't have the charisma of, say, Sonic or Mario.

The voices, which I understand were a last minute addition to give Bubsy some needed character, don't help. After dying 10 times because of the horrid control, and hearing Bubsy say "What could possibly go wrong?" each time, I was ready to rip that damn cat's tongue out!

As I said, the graphics are not very good, lacking the brightness and polished look I've come to expect from SNES titles. Bubsy is animated nicely, but he's not an appealing character. At some points during gameplay, such as when you jump on a treadmill to extend a bridge, you lose control of him, a big no-no in this type of game.

I had the misfortune of wasting \$3.00 to rent this game, and on a three-day rental it was back in the store the next day. It's just not fun. Sorry, Accolade, try again.

-Pat Reynolds

THE LOST VIKINGS	INTERPLAY
PUZZLE/ACTION	SNES
1 OR 2 PLAYERS	AVERAGE
GRAPHICS: 8	CONTROL: 9
SOUND: 9	FUN: 8
	OVERALL: 9

I'm not usually one to get involved in this type of game, but this is the exception. Interplay has taken a great theme, simple execution, and crafted a puzzle game that is addicting, challenging without being frustrating, and most importantly, fun.

You control three vikings, each of whom has a special ability. Erik can run and jump, Olaf has a shield to block enemies and glide down long pits, and Baleog carries a sword and bow, to destroy the many monsters that stand in your way.

Each stage is set up in a side view, and on all but the first all three vikings start together. You must decide where to go with each viking, being careful not to lose any, in order to reach the exit with all three. A typical stage goes like this: Olaf blocks a laser cannon while the others run past, then Erik jumps up a series of platforms, pulls a switch, which extends a bridge so the



other two can get across a bed of spikes and reach the exit.

To make matters worse, the trio are trapped in time by the evil Tomator, and each new set of stages presents new challenges. In Egypt they must overcome quicksand, hopping pyramid guards, and fearsome mummies who turn a viking into a mummy with one touch. In later levels they must learn to use cranes that control huge magnets, and pumps that fill them with air so they can float through rooms that are, inevitable, filled with spikes.

Some enemies only hurt the vikings, each of whom has three health points, and can find food to replenish it, but far too many perils await the vikings that will kill them instantly, each with a funny death animation. Spikes, fire, mummies, quicksand, and electricity are some of these dangers.

The music is excellent, and keeps you tapping your toes during each level.

I can't recommend this game highly enough, as it occupied much of my time during the three days I had it. One drawback, though; the two player mode is fun, and a great addition, but I encountered one part of the game where you almost HAD to have two players to get by, because it required doing two things almost simultaneously, and it wasn't cool going it alone. Other than that, the game is just as easy with one player as it is with two. A must see game! And I was starting to think that I wasn't going to have a good SNES game review for this issue!

- Pat Reynolds

SOLARIS	ATARI
SHOOTER	2600
1 PLAYER	AVERAGE
GRAPHICS: 10	CONTROL: 7
SOUND: 9	FUN: 8
OVERALL: 9	

Solaris is a Star Raiders sequel, programmed by Douglas Neubauer, to deliver the best graphics and sound ever produced by a 2600.

This game eliminates the bad points of Star Raiders and similar games like Activision's Starmaster which required a keypad controller or flipping console switches in addition to a joystick. Maps automatically come on screen at the appropriate time, and a single joystick is

all that's needed.

Secondly, a modified first-person perspective is used. The player's ship is technically represented by a minute character at the bottom of the screen, while the graphics and control have a first-person feel. The graphics don't retain the 3-dimensional feel of true first-person, eliminating the appearance of steering the enemies into your photons. This perspective allows for nifty graphic touches like hyperwarp. Rather than watch the stars streak by, it's almost like trailing the ship at a somewhat slower speed. The ship takes off to the horizon and it looks like both player and ship fly through a sort of hyperwarp tunnel.

The graphics are awesome throughout. The effect of planets rising past is very startling. Flying over a planet surface is done with Buck Rogers type visuals, flowing past very smoothly. If a planet is destroyed while you're flying over it, the surface becomes transparent and flickering lights can be seen underneath.

The sound is not quite as fantastic as the graphics, but still ranks as the best ever for this system.

The goal, as in Star Raiders, is to defeat the Zylons. Added to that is finding the lost planet Solaris and rescuing the Atari Federation pioneers.

There are 16 quadrants of 48 sectors, each quadrant having 4 exits. Star clusters limit freedom of movement through a quadrant, so a path must be selected through enemy ships.

There are ten types of enemy vessels, and the game becomes challenging quickly.

I found Solaris to be a bit too difficult. One enemy hit destroys you. In Star Raiders, shields prevented loss of your one life while various ship functions were damaged and destroyed until docking with a starbase. Three ships are provided and more can be earned by rescuing pioneers from Zylon controlled planets. I feel a happy medium between the two approaches was warranted.

The worst part of Solaris is the control. It follows normal procedures; i.e. up is to dive and down is to climb, until a federation planet is destroyed. Then all the controls are reversed, effectively making fighting impossible.

This spoils what might have been a perfect game.

- Mark Allen

BATMAN RETURNS	KONAMI
ACTION/FIGHTING	SNES
1 PLAYER	HARD
GRAPHICS: 9	CONTROL: 8
SOUND: 9	FUN: 7
OVERALL: 8	

Yep, this is a damn near perfect Final Fight clone all right. It's also the best Batman game made so far, for any system, and is better than the movie to boot.

Batman has several attack moves, including the standard arsenal of punches, kicks, jumping attacks, and throws. This guy's moves are really mean, though. Grab two clowns and slam their heads together, or toss them violently into a wall, bench, or pole. The attack sound effects are some of the best I've ever heard. When you slam an enemy into the ground there's a sickening crunching noise, and you can almost hear bones snapping. Toss one into a pole and you get a satisfying Bong!

However, the game starts to wear thin quickly, due mainly to the repetitious nature of this type of game and the lack of a two player mode, which has come to be expected in games like this. Also, the game is broken into three scenes. The first, the standard Double Dragon style in which you move freely and pound countless enemies into the ground. Thrown in for reasons that are beyond me, are a number of strictly side-scrolling screens where movement is restricted to left and right, and you dispatch enemies with batarangs. Strangely enough, the enemies that took at least a dozen good punches before take only one or two hits from a batarang to finish off in these sections of the game. Finally, there's a Batmobile stage that was evidently thrown in just for variety, because it sure isn't a lot of fun to play or look at for that matter.

While the stages aren't too difficult in themselves, the bosses are insanely tough. Catwoman takes half your life bar with some attacks; even blocking hurts you. The penguin is even more evil, as you can't see him most of the



time he's attacking you.

The music is incredible, capturing the Batman theme perfectly in all it's symphonic grandeur.

While this game does get repetitive quickly, it remains the best Batman game to date, and probably will hold that title for some time. Give it a look.

- Pat Reynolds

PRINCE OF PERSIA ADVENTURE 1 PLAYER	HUDSON DUO HARD
GRAPHICS: 8 SOUND: 7	CONTROL: 7 FUN: 8
OVERALL: 8	

The evil Jaffar has imprisoned you within his dungeons and made off with the fair princess. As our Prince of Persia, run, jump, fight and dodge your way through twelve complex levels, with twists at every corner.

In comparison to the MAC version, some of the extremely fluid animation and crisp graphics have been lost, but this hardly detracts, and the fantastic music and much improved control make up for it. Most likely a hit on any system, Jordan Mechner's game is no exception here and comes highly recommended.

- Sean Pettibone

STREET COMBAT FIGHTING 1 OR 2 PLAYERS	IREM SNES EASY
GRAPHICS: 3 SOUND: 3	CONTROL: 5 FUN: 2
OVERALL: 3	

Oh no, it's back for a repeat appearance.....THE BIG CHEESE!!!



In fact, this game is the most deserving of this prestigious award than any I've ever played. As you know, this was once Ranma 1/2 before some IDIOT got it into his head that American gamers couldn't grasp the concept of a

boy who turns into a girl when he gets wet. Hey losers, can you say INSTRUCTION BOOK!?! That's the place where you explain the premise of the game to the gamers!!!! Just because we don't know about Ranma, the #1 cartoon and manga in Japan at the moment, doesn't mean we can't deal with it! It's a fighting game, like anybody cares about the history anyway.

Now, thanks to the moronic FOOLS at Irem, we get a game with the most generic plotline ever: some crap about a genius scientist named Steven who developed a suit that makes him very strong so he can save the world from a bunch of stupid punks with names that a two-year old apparently thought up. I can imagine the Irem concept team sitting around a table going "Now, what do we call this military guy with blonde hair that stands straight up and we'll probably get sued by Capcom for? G.I. Jim? Great, now they'll never suspect."

As for the main character, Steven; you can play as two different versions of him; one with armor and a decidedly more feminine one without. You see, the buttheads at Irem decided to turn Ranma female into a male character without changing any of the attacks or animations; presumably so they could just redraw over the existing frames and make their job even easier (shyeah, right, I could make a better fighting game in Basic). Anyway, unarmored Steven sticks his butt in the air when he gets knocked down, and does the splits when he is beaten. He's smaller than the armored version, more nimble and a bit more delicate looking.

The other characters are even worse. Another originally female character was converted to maledom, and appears in this title as Dozo the clown. From the comic book I'd guess he was originally Kodachi Kunoh, the black rose, sister of Kunoh, the sword-wielding boy who got turned into G.I. Jim, the blatant Guile clone if you didn't get the hint earlier.

Wrapping things up, this game SUCKS, SUCKS, SUCKS!!!!!! Amen.

- Pat Reynolds

BOMBER RAID SHOOTER 1 PLAYER	ACTIVISION SMS AVERAGE
GRAPHICS: 8 SOUND: 7	CONTROL: 7 FUN: 8
OVERALL: 8	

Activision, though only a SMS licensee for a short time, provided some quality softs for the venerable 8-bit. This is probably the best of the four. Not only does it possess some great graphics, but it provides some meaty shooting action as well.

You play an anonymous fighter pilot with a big mission. You must conquer five levels of vertically-scrolling action to defeat a new enemy force. At the end of each mission awaits a main target, which are usually large and bristling with guns.

As with most shooting games, you're practically unstoppable when you're powered up and pitifully weak when you're not. Coupled with unlimited continues, Bomber Raid isn't that hard the first time through, but after you complete it you start over with faster enemies.

Graphically, Bomber Raid is among the best of the SMS. Vibrant colors light up the screen, and the slowly scrolling backdrops are finely detailed. End bosses are suitably big and menacing, and there are a goodly number of planes, gun turrets, and ships. There is some flicker at times, but slowdown isn't apparent, perhaps due to the slow pace of scrolling to begin with. The sound effects work well, and the music is suitably patriotic.

I'd recommend Bomber Raid to any SMS owner or someone who has a Genesis or Game Gear with converter. It's a great shooter compared to others -- I played Sky Shark on a friend's NES and was surprised at the contrast -- but still not the blastathon that Power Strike is.

- Todd Lintner

EDITOR'S NOTE: I have Bomber Raid and a Power Base Converter. For some reason this game won't play through the Genesis. That is, you can't control it, so whenever I want to play it I have to bust out the old SMS. I don't know about the Game Gear, although I'd suspect it works with a converter.



JAGUAR XJ 220	JVC
RACING	SEGA CD
1 OR 2 PLAYERS	HARD
GRAPHICS: 7	CONTROL: 6
SOUND: 8	FUN: 4
OVERALL: 6	

This game did not impress upon me the need to be done on CD. Aside from the music, which I didn't care for, and the track editor option, I see no reason why this couldn't have been done on cart, and done better for that matter.

The two-player split screen option is always nice, but the serious lack of fun in this title made even head to head action frustrating beyond belief. It's hard to tell which direction the road is going to curve until you're on top of it, the scrolling is nowhere near as smooth as Super Mario Kart on SNES or Super Monaco GP on Genesis, and both are better racing games by far.

Each race takes a long time, due to the overwhelming length of the tracks. You fly from country to country, and when you run out of money (won in races and expended to repair your car and travel to new courses) the game ends.

Because of the extremely sloppy control (in manual shift I found myself accidentally shifting down because up and down are used to change gear) it's hard to get anywhere and after one race I didn't want to try.

If this is what's in store for the Sega CD, I may live to regret the purchase, although I'm an optimist and believe that this is only a rough start.

VIGILANTE	SEGA
FIGHTING	SMS
1 PLAYER	EASY
GRAPHICS: 8	CONTROL: 5
SOUND: 7	FUN: 4
OVERALL: 5	

Based on an old Irem coin-op, Vigilante was Sega's attempt at a recognizable beat 'em up to compliment Double Dragon. They should have spent more money for a better license, because Vigilante is a weak excuse for a game.

It wasn't that something was lost in the translation, as often happened back then. The backdrops remain among the

most scenic on the Master System. They scroll smoothly, and there's a variety of them. The characters are well-defined, but only the main character is animated smoothly -- all the enemies move like tittering robots.

Encompassing a short five stages, Vigilante offers watered-down fighting action: there are no weapons save for the random pair of nuchucks, and the action is confined to one plane, as opposed to Double Dragon, which allows the player to roam up and down the screen. There are a fair number of enemies, but the most predominate are the ones the manual calls "Choke-holds". These thugs will scramble up to Vigilante and choke him. Hitting them at first takes good timing, as your reach is quite pitiful. Once their hands are around your neck, you will always take some damage. But this frustration is erased by a curious bug: just jump over them and they'll continue across the screen like you were never there.

Vigilante suffers from poor gameplay and lack of moves to pull off. The average player will breeze right through this game, even without the unlimited continues. Despite the impressive graphics and good music, Vigilante fails to instill a sense of urgency; the deathknell of any beat-em-up.

- Todd Lintner

LADYBUG	COLECO
MAZE/ACTION	INTELLIVISION
1 PLAYER	AVERAGE
GRAPHICS: 8	CONTROL: 8
SOUND: 7	FUN: 8
OVERALL: 8	

Call me old-fashioned, but I'm a sucker for a lot of older arcade games, and this is one of them. The coin-op action is captured perfectly here, and if it weren't for the damned annoying Intellivision controllers I'd like it even more. As it is, it takes some getting used to, but is otherwise intact.

The object of the game is not unlike that of Pac-Man, in fact, Ladybug is a direct descendant. You control a ladybug who must make her way through a maze eating X's and avoiding the enemy beetles and other assorted insect life.

The thing that made Ladybug

unique and spawned further clones like Lock 'N Chase (another favorite) is the addition of rotating doorways which you can manipulate to block out the evil buggies.

Basically, Ladybug is a fun no-brainer with a new twist on a very old concept.

- Pat Reynolds

X-WING	LUCASARTS
FLIGHT SIMULATOR	IBM
1 PLAYER	HARD
GRAPHICS: 10	CONTROL: 9
SOUND: 10	FUN: 10
OVERALL: 10	

In my opinion, this is the best flight simulator ever made; there's just one catch - it helps to be a Star Wars fan. I am, and I'm trying very hard not to begin this review like every single other Star Wars game review. I can't do it...

Fifteen years ago, a movie appeared that revolutionized both sci-fi and special effects. Even by today's standards the effects used in Star Wars are impressive.

Now, picture any battle scene from any Star Wars movie. From the cockpit of either an X, Y, or A-Wing Starfighter. That's exactly how this game looks. It's incredible!

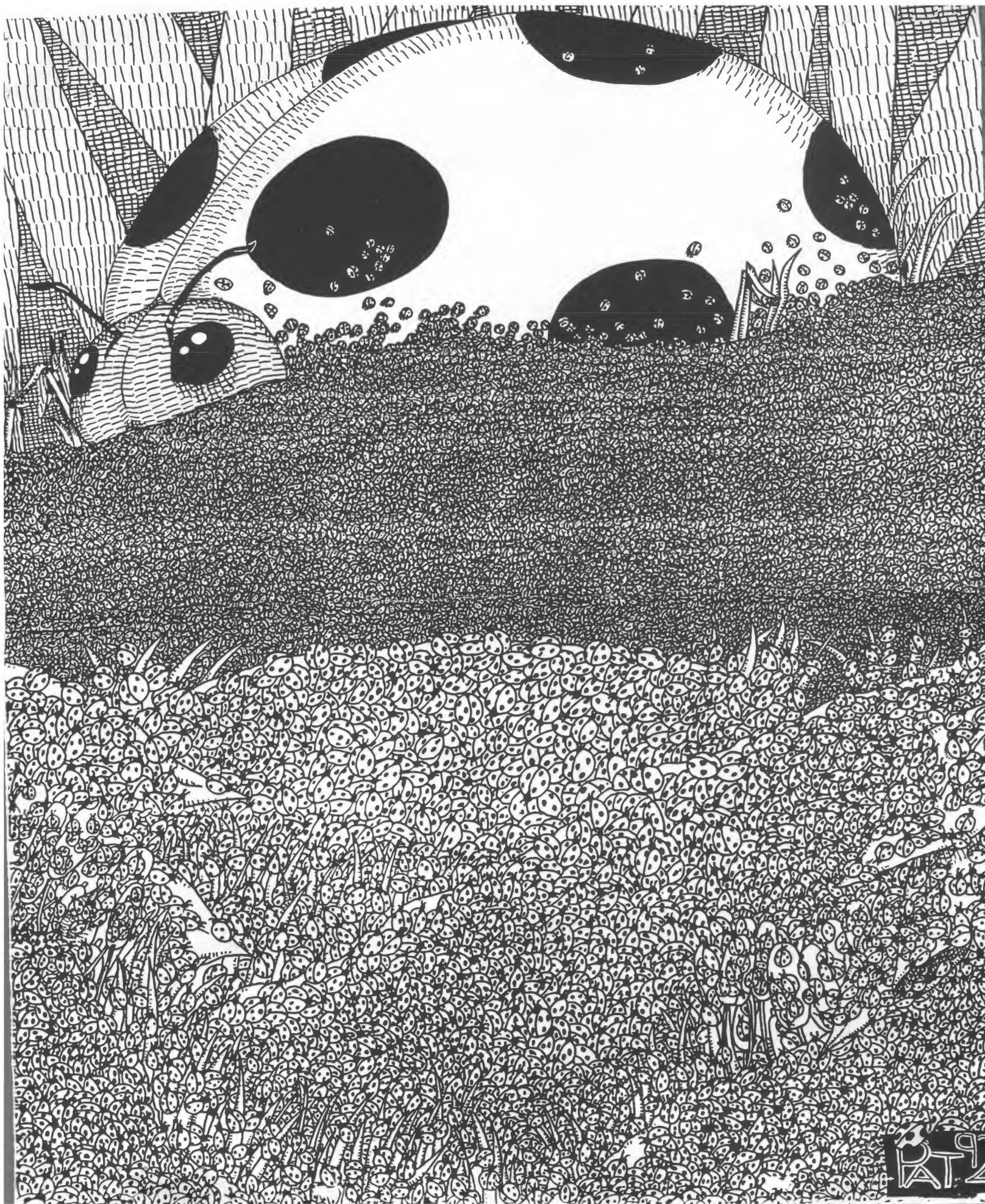
Since Pete got his Soundblaster Pro, all the voices and sound effects, taken directly from the series, are present. The sinister hum of a TIE fighter as it streaks by flashing laser bolts, the urgent "Stay on target!" of your wingman as you maneuver through the Death Star trench, it's all here.

Lots of options round out this amazing title. You can learn to fly the three starfighters on the training course, fly a number of historical battles, or begin an entire campaign; three campaigns with 12 missions each.

Between missions are cinema intermissions which complement the storyline. A Star Destroyer explodes in a ball of fire after your forces sneak a bomb onboard; AT-ATs walk menacingly toward rebel power generators on the surface of a war torn world.

If you have an IBM that can handle this game, you must not miss out. It's





PATZ



FATAL FURY 2	SNK
FIGHTING	NEO GEO
1 OR 2 PLAYERS	HARD
GRAPHICS: 10	CONTROL: 8
SOUND: 10	FUN: 8
OVERALL: 8	

"Again legendary men... Return."

So begins the intro for SNK's 106 megabyte monster Fatal Fury 2, which brings Andy, Terry and Joe back for more beat 'em up schwak! pow! schwak! violence. In addition, though, are five new characters such as Big Bear, an Australian wrestler whose theme music is the same as Raiden's for some odd reason... hmm, Kim Kap Hwan, a lethal Tae Kwon Do fighter whose moves consist of three kicks and one punch, Jubei Yamada, an old judo fart who chucks of all things at you... cookies!?! Chin Shin Zan, a squat fat assed Tai Chi expert, and one of my favorites (take a seat Chun Li) Mai Shiranui, a fan-toting femme-fatale whose beauty is equally matched by her deadly ninja skills. Fatal Fury 2 follows the original SFI format; pick one character, beat the tar out of the rest of the selection and then go on to fight four incredibly challenging bosses. One is Billy Kane who with his souped up stick/nunchukas, you need to offer up some goat offerings to get past him. Two of the bosses are takeoffs of SFI characters, one's a boxer and the other's a bullfigther. Fortunately, SNK gave them moves all their own. The boxer throws something that looks sinfully close to Guile's sonic boom. The bullfigther whips his cape at you and flings you into the bulls running in the background and occasionally runs at you with his rapier. The last guy... egad! A huge German deathmeister named Wolfgang Krauser. When I say huge I mean he makes Sagat look like one of the Seven Dwarfs! He launches high and low spirit punches, throws you straight up and decks you and unleashes a lethal blastoff energy called the Krawser Wave.

About control, the people at SNK should design a thumb-pusher controller as the joystick takes some major practice. The A and C buttons are punches of varying strength, the B and D buttons are kicks of varying strength. A and B simultaneously allow you to jump from the foreground to

background, and C and D simultaneously allow you to hit your opponent and knock him or her into the background or foreground. Working this out comes in handy in the bonus stages as you have to destroy objects on both planes.

As you can expect, the graphics are a game player's wet dream (sploot). There is so much detail and color in every level. I like how you can knock people off their bikes in Kim Kap Hwan's level when you're jumping from background to foreground and vice versa. The programmers used their megs wisely this time, unlike Art of Fighting.

The sounds and music blew me away! The voices, screams, moans, grunts and shrieks were crystal clear. Especially on the last round when Wolfgang says "I will chisel your gravestone... Sleep well!" and when he beats you... "You were good, you fought well" to his defeat when he says "You were perfect! I met... my match!" and his body thuds on the ground.

The only flaws with FF2 were: one, the difficulty. It is hard to connect your punches without getting a lethal combo on your ass- the computer counters way too much. Two- the endings. A game this hard should have had some amazing eyecandy as a reward. But no! All you get is Terry Bogard is the new champion and then the credits. The programmers are still a little green in those areas. But a good game nonetheless. The characters have unique, original attacks for a change. For once I didn't see anything remotely close to a dragon punch.

-Adrian "Jourgensen" Proctor

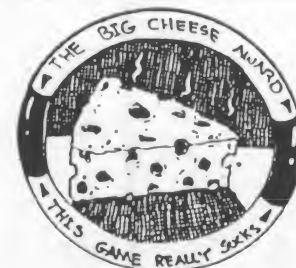
SHADOW OF THE BEAST III	
ADVENTURE	AMIGA
1 PLAYER	HARD
GRAPHICS: 10	CONTROL: 7
SOUND: 8	FUN: 7
OVERALL: 8	

Beast III is overall a pretty cool game. It takes the action of the first two games and enhances it. The graphics are stunning, even though there is no opening sequence. Unfortunately, it is by Psygnosis, and Beast III is next to impossible. Events must be followed in a certain order, and

if you don't, you will often find yourself resetting. It does offer a good play, though.

-David Wilson

TOM AND JERRY	
HI-TECH EXPRESSIONS	
ACTION	SNES
2 PLAYERS	AVERAGE
GRAPHICS: 5	CONTROL: 5
SOUND: 2	FUN: 2
OVERALL: 3	



Those lovable cartoon cut-ups Tom and Jerry somehow got caught in a movie theater and must find their way home... or something like that. A forgettable plot for a forgettable game.

Basically, you guide Jerry the mouse or his equally obnoxious cousin through the projection room, backyard, etc. while avoiding spikes, flies, and Tom, tossing marbles and such at enemies along the way.

Graphics are simplistic and sparse, but colorful- something that may have led unknowing consumers to put this awful game on the Blockbuster Video Top Ten rental list. Audio is a joke. Do you hear me? Joke. Watered down 8-bit tracks coupled with garbled plinks and boings sound like a symphonic masterpiece.

Control is awkward as you are forced to play with Hi-Tech's senseless decision on button setup. Nothing motivates a player to continue with Tom and Jerry, therefore it gets the dreaded, embarrassing, BIG CHEESE AWARD.

-Sean Pettibone



# THE STANDOFF

This column was going to be devoted to a comparison of Power Moves and Deadly Moves this issue, but since I recieved a favorable review of Fatal Fury for the Genesis from Adrian, and I was planning on reviewing the SNES version anyway, well, here we are. By way of explanation, The Standoff is a column which reviews the same game for different systems. Next issue we'll look at Battletoads on the NES and Genesis, and the issue after that, who knows; SFII??

FATAL FURY (Hey, I liked it!)  
FIGHTING  
TAKARA GENESIS 1 OR 2 PLAYERS HARD

I think '93 is going to be a great year for Sega. Last year, let's face it, was pathetic for them. This time around I am actually seeing games I wouldn't mind buying: one of them is Takara's Fatal Fury. Until I saw this game I was a bit skeptical as to whether or not the Genesis could pull off manipulating large sprites. Playing this game proved me wrong! I was so pleased by this piece of eye candy I was pissing my pants! Seriously, this version of the game is even better than the original Neo Geo version in that you can pick the bosses in versus mode, EVEN Geese Howard (you have to hold left while selecting the versus mode to be able to select Geese, Pat. It's in the instructions). There are four modes to this awesome game, arcade, 1 player vs. computer, where you and the computer slug it out on any level with any character, such as Tung Fu Rue vs. Richard Myer, Raiden vs. Geese, etc., player vs. player, and computer vs. computer where the game fights itself.

Now then, about the control - it's not that bad. I think most of the difficulty comes from the Genesis controller itself. Sega should have opted for the more precise cross design that Nintendo has instead of the mushier disc controller. I found I was able to pull off the special attacks 80% of the time - it just takes some practice. The harder moves I found were the down/up attacks.

The sound is passable, while I can understand the music not sounding like the Neo Geo version, the punching sounds could have been improved.

All in all this is a pretty good game. One of the best fighters to come on the Genesis in a long time. I recommend a power stick or rapid fire controller of some sort for best results, and a 25 in. screen TV. In conclusion, get Fatal Fury, it will knock you out.

- Adrian "Jourgenson" Proctor

FATAL FURY  
FIGHTING  
TAKARA SUPER NINTENDO 1 OR 2 PLAYERS  
AVERAGE GRAPHICS: 8 CONTROL: 7  
SOUND: 7 FUN: 8 OVERALL: 8

MARK ALLEN: This is an okay but cheesy SFII copy. Why bother playing this junk when you could be playing a better one?

Now that I've played Fatal Fury for both 16-Bit systems, I feel that I can honestly compare the two fighting games. Let me first say that Takara seems to be having problems when it comes to making the same title for both SNES and Genesis. While I think that SNES Fatal Fury is clearly superior to the Genesis version, their King of the Monsters was better on Sega's platform than Nintendo's. Go figure.

Okay, starting with the differences between the two games. The SNES version has all the original characters, including two that were left out of the Genesis version. Also, bonus rounds are included, although they are not the arm wrestling matches from the Neo Geo version, but rather lame tire kicking outings on a beach. Also, for reasons I don't care to make guesses about, only player 2 can use all of the boss characters in the 2 player matches, and again, a trick must be performed to access them.

The colors are sharper and more polished than the Genesis version, and the special moves are easier to get off. People tell me they could do a few fireballs with Andy Bogard, or even get all the special moves off 70-80% of the time, but in comparison to SFII, in which I can do ALL the special moves 100% of the time, with the exception of Zangief's screwdriver, which is more like 90%, there's no excuse for not making the moves easier to do on both versions of Fatal Fury.

The control on this version could have been tightened a bit to be more responsive, and the sound effects need work as well. The "Fight!" voice is not in the SNES version, but the characters sound good otherwise. In keeping with SNES tradition, the music is quite good, better than the Genesis version, and as close to the original as possible.

In America, this is the second best fighting game on the SNES. The real second best is Ranma 1/2 Part 2, but you'll hear all about that next issue.

- Pat Reynolds



# FANZINE FEEDBACK

## FANZINE REVIEWS BY PAT REYNOLDS

Here we are once again with what has become the biggest fanzine review section in all of Fandom. I like to give as much help to faneds who are just starting out as I can, so without further ado, here are a few new fanzines that came my way in the past month.

THE G.U.R.U. BI-MONTHLY/\$2.00  
BRIAN GOSS  
P.O. BOX 5442  
PASADENA TX 77508-5442  
ISSUE REVIEWED: 1

Brian has got a great angle on game reviews - lots of stuff that's out in Japan and may show up on these shores within the next year, as well as up to date SNES reviews. Included in the premiere issue are reviews of Jaleco's Dead Dance, to be retitled Tuff E'Nuff this side of the Pacific, Ranma 1/2 Part 2, and the sequel of sorts to Konami's classic NES shooter Stinger, Pop 'N Twinbee.

Rounding out the issue are reviews of the major prozines, and an animation column. Keep your eyes on this one, as the first issue is better than the 15th or 16th of some other 'zines I've seen. The G.U.R.U. gets my vote for FANZINE OF THE MONTH this issue as well. Keep up the good work, Brian.

SNES GAMING BI-MONTHLY/\$1.50  
RICH WIGSTONE  
770 CONCORD LANE  
HOFFMAN ESTATES IL 60195  
ISSUE REVIEWED: 1

This is a very slick looking publication, focusing entirely, as the title implies, on the SNES. Mainly focusing on reviews, which are accompanied by a good rating system and a diagram of the SNES controller with button functions for each game, this 8 page fanzine is easy to look at and read, a major part of keeping me interested in any 'zine.

Rich needs to add a useful colophon, drop the pseudo-professional subscription ad, and put his name more prominently on the 'zine, after all, this is something he should be proud of, and is well worth checking out.

GAMEFORCE BI-MONTHLY/\$1.50  
JEFF BEEDHAM  
P.O. BOX 1610  
BELEN NM 87002-1610  
ISSUE REVIEWED: 1

Okay, the cover on this one could use some work, although the title printed over and over ad infinitum does have a slightly dizzying effect on the reader. Also, the lettering in the title is borrowed from Sega and should definitely be changed.

Looking inside, there are several lists, one being a top fifty games; interesting enough to scan through but nothing too startling. The presence of a month indicator shows that Jeff plans on making this a regular feature. I'd like to see it scaled down to top ten or twenty and include some opinionated commentary about each game.

Now for my major gripe with this otherwise decent 'zine. Four entire pages are used to list every game that's coming out in the future, apparently copied from a prozine, as well as a complete checklist of GameGear games. The fact that the 'zine is only 10 pages doesn't help.

Being a first issue, I'm sure GameForce will improve with time and experience. Hey, Jeff, I'd love to do a cover for you so you don't have to resort to typing the word GameForce that many times again.

NEXT GENERATION  
8 TIMES A YEAR/ 3 ISSUES/\$10  
CASEY LOE  
5961 CANNON CT  
VENTURA CA 93003  
ISSUE REVIEWED: 12

This is the best layout I have seen in a fanzine so far! The combination of layout, photos, and writing is perfect! This issue has the best Winter CES coverage I've seen anywhere, including prozines.

Included is a company-by-company breakdown, with opinions of each game shown! Accompanying the text are what appear to be original screen shots, a rarity in fanzines.

Sporting both an incredible front cover and an equally impressive back cover, Next Generation proves that it has some of Fandom's best artist working on it too. You must not pass up this great fanzine. Request issue #12, just for the great CES coverage!

IN BETWEEN THE LINES  
BI-MONTHLY/.75  
SEAN PETTIBONE  
2406 RED MAPLE CT  
TROY MI 48098  
ISSUE REVIEWED: 2

Maintaining his 8 page limit, Sean has opted to use one of those precious pages for a full page cover collage, which by the way gets this issue's COVER OF THE MONTH, so I guess I won't complain.

Scaling down his review section (last issue had over 30 games!), Sean includes his picks for best and worst of 1992, which are interesting to read, because they do not conform to the norm as found in almost every prozine.

This issue also touches on fanzine reviews, and has a letter page, proving that Sean is the only Editor in Fandom who can cram this much stuff into so few pages. However, I think I speak for all my fellow Faneds when I say "I want more! More! More!" But seriously, with the amount of contributions Sean slings around I guess we're lucky to get this much.

MASTER minds  
MONTHLY/\$1.00  
TODD LINTNER  
6404 JACOBS WAY  
MADISON WI 53711-3209  
ISSUE REVIEWED: 10

Todd Lintner continues to improve what is already one of Fandom's most



readable 'zines. This issue looks better than before, with bold headings and a return to emphasis on the SMS.

Covering the Sega platforms, mainly Genesis but as I said extended master system coverage as well, the reviews are fun to read and hit the mark. As always, Todd's Brit Gamin' section is humorous as well as informative, and Joe Bob is joined by Billy Ray, who heads up Billy Ray's Anime Theater, an addition I found very welcome.

Master minds is the first fanzine I read, and it remains one of my favorites. Highly recommended and hey, pick up multiple copies of this issue because I did the cover (just had to get a plug in there)!

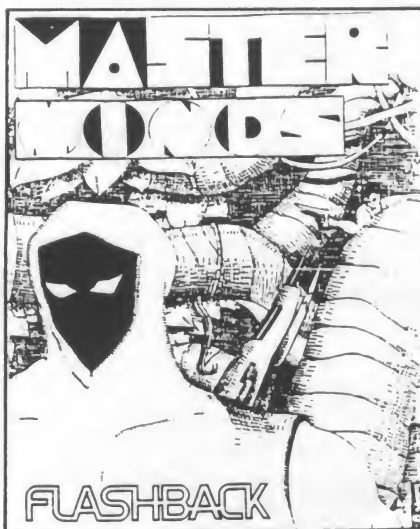
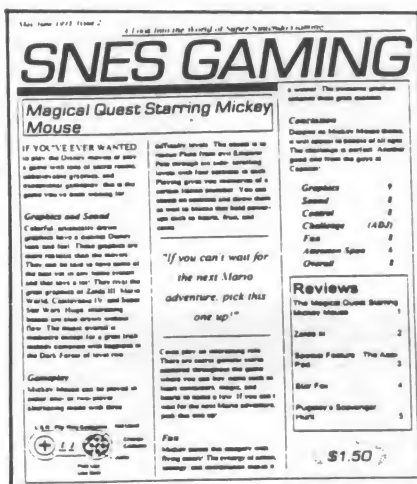
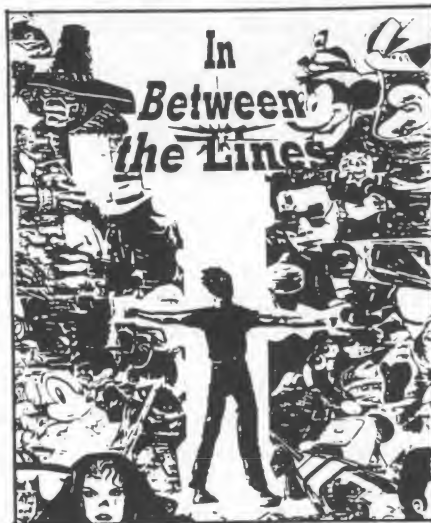
PROJECT IGNITION  
BI-MONTHLY/\$1.50  
JESS RAGAN  
12830 M-60 EAST  
BURLINGTON MI 49029  
ISSUE REVIEWED: 5

Jess is easily the most opinionated Faned out there, at least, the one who isn't afraid to jump the gun and call everything exactly like he sees it right away, where most others would probably rather wait a while before making a call.

Jess' big thing in this issue seems to be the supposed anti-Genesis movement that has cropped up in many fanzines and prozines. This topic pops up frequently throughout the 'zine, and yet, for all his proSega rhetoric, Jess is also the most anti-Sega CD advocate I've run across. Reading this 'zine often makes me feel as I imagine a Democrat must feel listening to Rush Limbaugh. Not to say that there's anything wrong with agreeing to disagree in this case, as I find P:I one of the more interesting 'zines to read.

The only flaw I can see is the severely sloppy layout, with pencil drawings at times obscuring the text and being hard to make out in themselves. Still, the frantic nature of the layout matches Jess' sometimes fanatic views. Definitely one to check out, but be prepared to get mad at some of the opinions here.

## COVER OF THE MONTH IN BETWEEN THE LINES #2



DIGITAL PRESS  
BI-MONTHLY/\$1.50  
JOE SANTULLI  
44 HUNTER PLACE  
POMPTON LAKES NJ 07442-2037  
ISSUE REVIEWED: 11

One of the best 'zines just got better with the addition of full page game reviews and a new layout and style.

An interview with Intellivision programmer Daniel Bass and interesting letter column make this a highly entertaining issue to read, and my only suggestion to this very dedicated staff would be to go monthly. Please. With the amount of stuff these guys cover (all systems), I'd like to see either a larger fanzine or a more frequent one, to cover all the systems they have access to.

VIDEO UNIVERSE  
MONTHLY/\$1.50  
GEORGE WILSON/CHAD LAUBACH  
7640 WOODBINE ROAD  
MACUNGIE PA 18062  
ISSUE REVIEWED: 5

New member of F.A.N.N. Publications, VU doesn't seem much changed from last issue. Still full of hard to make out screen shots that I've already seen, but there are thankfully less present in this issue than last.

A large tip section, classified ads, good artwork, and lots of reviews make this a worthwhile fanzine.

SPECTRUM QUARTERLY/\$1.00  
ARA SHIRINIAN  
10904 HAILSLIP CT  
POTOMAC MD 20854  
ISSUE REVIEWED: 2

The second issue of Spectrum shows improvement over the first, and that improvement makes this one of 1993's better new 'zines. Covering the 16-Bit arena as well as CD systems, Spectrum is well-rounded with good opinion and personality.

Like The G.U.R.U., Spectrum delves into the realm of Japanese games, though not as deeply, staying at the forefront of U.S. releases. A strong lean towards the TurboDuo hints at the gaming preferences of the writers; that's OK with me, as the Duo gets little coverage elsewhere.



# MEET THE TEAM II

## WILLARD'S WORDS

BY DAVE WILSON

Introducing the greater part of the second half of Team Fantazine; the remnants may be taken care of next issue, or whenever Rich and Dave decide to write bios for me.

### MATT SONEFELD

AGE: 17

OCCUPATION: Busboy extraordinaire.

SYSTEMS: SMS, Genesis, Sega CD, GameBoy, GameGear.

FAVORITE GAMES: Phantasy Star, Toejam + Earl, Time Gal, Metroid II, Defenders of The Oasis.

HOBBIES: Reading, Quiz-bowl (2nd in Michigan), cooking (very therapeutic), quilting, hot tubbing with beautiful females.

### MARK ALLEN

AGE: 22

OCCUPATION: Dishwasher, out of work newspaper reporter.

SYSTEMS: Atari 2600, 5200, 7800, Supercharger, NES, Genesis.

FAVORITE GAMES: Indy 500, 5200 Defender, Joust, John Madden '92

HOBBIES: Playing original punk tunes on guitar, weightlifting, history, appeasing Lori the wife, writing obnoxious letters to Digital Press.

### SEAN PETTIBONE

AGE: 16

OCCUPATION: Editor of In Between The Lines, contributor to others, con-artist, anarchist, cross-dressing lebanese tightrope walker.

PHILOSOPHY/MOTTO IN LIFE: A tie between "My way" and "Screw you."

GAME SYSTEMS: SNES, TurboDuo, NES, Genesis, SMS, Lynx, Intellivision, Sega CD.

FAVORITE GAMES: StarFox, Bomberman '93, Bionic Commando, Road Rash 2, Toejam + Earl, Aladdin, Triple Action (the biplane part), Road Avenger.

HOBBIES: Video Games, Skiing, hitting people, refusing to take off my hat.

ADVICE: Rock the boat.

### ARA SHIRINIAN

AGE: 16

OCCUPATION: Student. Also works at a video game "store" where he gets to play games for free.

SYSTEMS: TurboDuo, Genesis, SNES, Mac IIsi

FAVORITE GAMES: Dragon Slayer, Lords of Thunder, Virtua Racing, Batman Returns (SNES), Axelay, StarBlade.

HOBBIES: Flooding people with a deluge of sarcasm until they explode, trying to comprehend the chaos theory (I'm serious about that), okay, I guess you could say video games would fit here too, changing around and modifying and organizing everything on my Mac desktop for hours upon end with no apparent reason (I've got five words for this one: WAY TOO MUCH FREE TIME).

Hello fellow gamers. Willard here with some more modern chat. (By the way, this will probably be the last time I devote my entire column to the talk of telecommunications, so enjoy it while you can!)

I still can't stress enough the importance modems have in our lives. I think Tim Priest's little brother Matt speaks for all of us when he says "Why can't we all just get along?!" Okay, I guess I got a little off track, but really, what other form of entertainment out there has Smurfhunt?

Yeah, you heard me right, Smurfhunt. This is one of many public domain games out there produced by users and put on Bulletin Board systems. Unfortunately, there's a catch...Public Domain doesn't cost anything. Now I know you're probably sobbing, wondering who could be so cruel as to not charge a gamer 30 to 60 bucks for new software. But seriously, folks, there's a lot of "stuff" out there, and all you have to do is want it.

As I promised last month, here are some of my favorite Grand Rapids, MI BBS's, and be sure to tell them Willard sent you!

(Grand Rapids area code is 616)

### SYMPHONY OF DESTRUCTION

774-0335

SYSOP: Ren Blade

### ROCK N' ROLL II

866-0858

SYSOP: Hellhound

### SPAWNING GROUNDS

531-7226

SYSOP: Spawn

### INTERRACTIONS

538-9160

SYSOP: ???

Oh, and if Smurfhunt interests you, you can pick it up from Rock N' Roll II. It's a public domain game created by Pat Carsen. Until next time, this is Willard sayin'...See ya...



# PETE'S PICKS

This month Pete Foote gets this column and these are some older games he doesn't think you should miss out on.

**TARGET EARTH (Genesis)** - I've gotta start out by braggin' about how I beat this game without using the incibility code. So, Ha! With that out of the way I'll talk about the game. It's got a cool plot and lots of weapons like a missile grenade launcher or an energy bazooka. What more could you ask for? The enemies are cool lookin' and the music is dramatic. If you like Robotech, you gotta have this game!

**TRON DEADLY DISKS (Intellivision)** - A must for any Intellivision owner. The best fast-paced action game for the system. Not only do you get to "de-res" enemy players, but you can really screw a recognizer that comes out to block your teleporter entrances. If running out of the way of an oncoming disk just isn't your style then you can shatter it with your own disk which, by the way, has great sounds.

**GHOSTBUSTERS (SMS)** - This is my favorite SMS game! I love trapping those big green slimers in a ghost trap. The best part about this game is that you can keep improving your stockpile of weapons as you get more money by saving the city from ghosts. Get this, there's three cars to choose from. The bug, a weenie economy car or a really cool green sports car. Who ya gonna call? Ghostbusters!

**TROJAN (NES)** - This was the first game I ever won way back when. Not to say that it's easy. No way! You gotta fight your way through fist shooting, sword wielding bomb dropping, club smashing, flail swinging, and axe throwing enemies! There's even a 2-player option so you can hack up your friend. Not too many power-ups, but the sheer fun of it makes it a favorite of mine. Check it out!

**SWORD OF VERMILLION (Genesis)** - Not as good as PSII, which came out at about the same time, but it has it's features which give it some advantages. I like how you can fight your own battles and maneuver to attack the hordes of monsters thrown at you. Lots of weapons, armor and magic to choose from and really cool-looking towns and castles make it a fun game.

**KID ICARUS (NES)** - One of the earliest NES games and still one of the best. Good play control and graphics along with cool bosses like Medusa make it a classic. Fun power-ups and crazy characters to shoot at immortalize this game.

**WOLFENSTEIN 3D (IBM)** - Guts and gore, I love it! Not only can you slash a guy with your knife, but you can rip 'em to shreds with your gatling gun. A first-person perspective makes it have a realistic looking atmosphere. You are trapped in a prison and have to go through multiple levels, each one harder than the last. With a sound board the music and sound effects are cool and make the bad guys go "Arrrrgh!" or "Oooooof!" when ya plug 'em. Multiple difficulty levels, from "Daddy, can I play?" to "I am death incarnate!" and a good theme make this game really cool.

# 3DO MANIA

BY ARA SHIRINIAN

3DO...3DO... In every magazine I look in now, I see reviews and previews ranting and raving about this technological marvel called the 3DO. It seems like everyone's so damn excited they're having seizures over this 3DO business. Well, Don't get your hopes up. It won't be so great. "What!!??" you say, "But look at all those colors! Look at that crisp full-motion video! It's going to be awesome! It's going to be revolutionary! You're crazy!"

No, it won't be so awesome. First look at the price tag. It'll be at least \$700, and the more a system can do the more expensive it is to make games for it. Full motion video, whoopee. We already have something like that and it's called TV. Yes, it'll be interactive, but only to a certain extent (what do you expect, the Enterprises' Holodeck?). FMV is just a gimmick. Sure, it's nice to watch and all, but it wears thin fast.

Third, look at all the companies signed up to develop games. They're practically all American computer software designers. I don't know about you, but almost all computer games suck when put up against home video games. It's a bit ironic that the computer games almost always have better-looking fluff than home video games. The latter always seem to have more meat to them than pretty pictures. It look like 3DO will be just another personal computer; one that just plays games and can't do anything else. It's even more ironic that with the 3DO, it'll be easier to put in more and more fluff. Do you want a burger that just looks nice, or do you want one to eat? Now, if there were some companies that made good games (like Konami, Capcom, etc...) on that 3DO developer list, maybe I wouldn't be so harsh. It's the game that matters, not what the system can do. If you're going crazy about the 3DO, this is my advice to you: Get it if you really want, but be careful and ask yourself if you want to pay \$700 for some lettuce and tomato.



# THE WAY GENESIS GAMES OUGHT TO BE

BY JESS RAGAN (WITH APOLOGIES TO RUSH LIMBAUGH)

So, I guess you must think I'm happy about the horrendous line-up in store for SNES in '93 (yes, "StarFox" and "Mortal Kombat" seem to be the only promising prospects). Well I am - to a point. The limp deluge of uninspiration readying itself for SNES players does lift my spirit-but does it make up for the injustices delivered to the Genesis in '92? Not to me - and it looks like I'd better start complaining to let you know why the slump incurred by Sega's licencees may not end at the close of that year-and something must be done to preserve the first 16-Bit game system's already soiled reputation.

First, part of the Genesis' problem is Sega itself. The Genesis already has competition from its own attachment, the Sega CD! C'mon - most of the non-video anime titles out could be put on cart, most notably "Hook". Sadly, the games on the Genesis get scaled down as a result of Sega's refusal to stretch the limits of the Sega CD. Of what significance is this? Look at the Sony Imagesoft label. They have an almost identical game for the SNES, effectively portraying the false notion that the only reason Sony didn't make it for the Genesis is because it couldn't handle it. Presto! Sega shoots itself in the foot in the process. Ask yourself this: would you by a system that plays the game you want - or a set you're forced to unnecessarily upgrade to play that game? Chi-ching! Advantage Nintendo-the big "S" loses \$300 from not selling a CD AND \$100 for not being able to sell a Genesis, as well as any money they can make from a sales base addition. Sega may lose \$500 or more, if the player is a big spender! It's pretty ironic that something you have to have a Genesis to use might be its worst adversary. Ouch!

Next, these #@?! licensees. Lame!!! These guys are obviously getting paid by Nintendo to make the Genesis suffer-and Sega's obviously too lazy to do anything about it. Most notable of this bribe-orama scam are Konami Tradewest, Sunsoft, and Capcom. You can go through any of these guys "catalogs" of software and notice that something's awry. One such tactic of the licencees is with holding excellent from the Genesis, as evidenced by Tradewest's keeping good "Double Dragon" games from the Genesis, as well as the real "BattleToads" game from coming to term there, as well. Another favorite is the scale down, a Konami trademark. SNES players got "TMNT: Turtles in Time"- Genesis players recieved a watered down version called "The Hyperstone Hiest".

These are the problems. What are the solutions? First, PROTEST! Let Sega know that people simply won't use a 16-Bit game system that hasn't been used like one for over a year and a half. Make sure people know that games for the Genesis in the late 80's and early 90's are as good as or better than their counterparts on

SNES-and that it is indeed as good as the SNES. DO NOT buy a Sega CD-demand Genesis quality games on the CD become Genesis carts and that the weak 8-Bit slanderware is made only on the Game Gear. And make sure the licencees don't slack off when they make Genesis games (Sega won't!).

The Genesis is just as capable as the SNES. If you own a Genesis, it's your duty to make sure that the software reflects that fact. If they don't well, let's just say that you'll be punished with more of the same stagnant titles we've been force fed for the last 1 1/2 years. If they do you can look forward to a revival of the Genesis' full potential. What's your choice?





# CLASSIFIEDS

**FOR SALE:** 2600 and 7800 carts.  
Send SASE for list. Mark Allen, 1652  
Leonard NE Apt 315, Grand  
Rapids, MI 49505

**WANTED:** Herzog Zwei for Genesis;  
will pay up to \$20. Also looking for  
an Atari 7800 in good condition.  
Make offer. Pat Reynolds, address  
in colophon.

**FOR SALE:** Loads of Atari 2600,  
Intellivision etc. games, many are  
still sealed and in original boxes! \$3  
and up.

**WANTED:** Buying used Atari,  
Intellivision, Colecovision games.  
Will pay Digital Press Collector's  
Guide prices! Write: Joe Santulli, 44  
Hunter Place, Pompton Lakes, NJ  
07442



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# ATTENTION ALL FANS

I am planning on doing an all fanzine review special issue sometime in the future. This would involve reviews of many fanzines, columns on fandom in general and some scattered opinion columns and stuff thrown in for good measure. What I would like to do is a cover depicting as many Faneds and fans as possible. If you're interested in being on this cover, you should send either a photograph or drawing of yourself to me. Actually, I'd prefer a drawing, because I don't want to offend anyone by attempting to draw them based on a photo. Still, if you trust me, send photos. Also, tell me what you should be doing in the drawing; i.e. holding a beer, wearing an SNK hat, attacking Chad Okada, anything that gives something personal to the drawing. Russ, Nick, and Frank, this means you too!

I would appreciate any help in putting this issue together, as well. Opinion columns, thoughts on the future of Fandom, etc., are welcome.

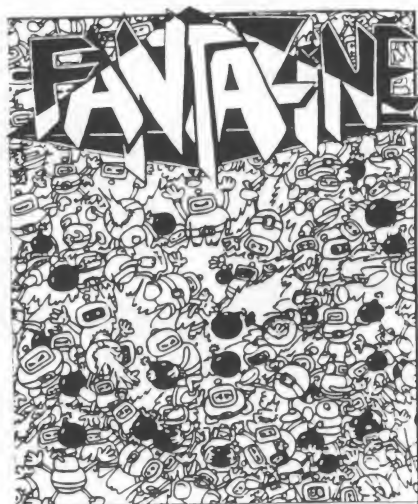
I would also like to announce that an all MegaMan fanzine is in the works; a collaboration between myself and Jeff Bogumil, Editor of Concordant Opposition. This is going to be the ultimate guide to MegaMan, brought to you by two of Fandom's biggest MegaMan fanatics! Slated for late summer/early fall release, the one-shot fanzine will cover every MegaMan game, both for NES and Gameboy, as well as the SNES game, if it's out by then. You can expect lots of great artwork; fact files on every MegaMan boss robot, and totally biased reviews! It should be a lot of fun, even for a non-MegaMan fan (shudder).

## FANTAZINE PRODUCT INFORMATION

**BACK ISSUES:** \$1.50 each. Available now are Fantazine #1 and the Bomberman special issue. Also available in limited quantities are GameLord #1 and 2, which will not go into reprint after my stock is gone.

**FEAR MY ART:** Nearly 80 pages of original artwork by Pat Reynolds, from 1989 through 1992, as well as some '93 works. This all-artwork book is in the process of being broken into an 8 issue fanzine style series which will include both artwork and text concerning each illustration. \$5.00 for the complete art-only book, or \$1.00 an issue for the series, coming in June.

**FANTAZINE VIDEO:** Video one is nearing completion as I write this. Included are Cool Spot, Cobra Command, Road Avenger (The entire opening cinematic), Time Gal, Fantasy Zone 2, Phantasy Star, Flashback, StarFox, Batman Returns (SNES), Cybermator, Bomberman '93, Silent Debuggers, Parasol Stars, MegaMan 5, SFII Game Genie, the Chun Li Champion Edition move, Ranma 1/2 Part 2, Final Fight 2, Pop 'n Twinbee, Dead Dance, and more! \$6.00 or blank VHS tape and \$3.00.





## NEXT ISSUE:

**RANMA 1/2 PART 2 !!!!!!!!!!!** Probably the only Japanese game I'll ever buy, and you're gonna hear all about it! In keeping with the Ranma 1/2 theme, issue 3 will be a double issue, with two covers; one section devoted to the regular Fantazine columns and reviews, the second for complete coverage of this hot fighting game, including character profiles, special moves, a Mega-review, a manga section, and possibly even an anime review.

**PLUS:** Whatever else the staff cares to write about, hopefully my CES correspondents, Brian and Sean, will come through and we may have some highlights from the Chicago show, plus the usual excellent work you've naturally come to expect from us over the months.



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